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Title: The Path to Power I

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become a despot  
The world is divided  
into two classes,  
leader and follower.

Within these  
writings I will  
discuss the means by  
which one can claim  
power for oneself and  
the ways in which to  
keep that power.

Using various  
examples recorded in  
human memory as well  
as some of the ideas  
on culture and society  
derived from  
enlightened individuals

I will paint the road  
from servant to  
master. Firstly one  
must understand that  
there are two types of  
orders in this realm.

Those run by a single  
leader and those run  
by a collection of  
figureheads. The first  
style of rule is  
usually passed on  
through hereditary  
lines which rule by  
their right of blood  
and the second style  
is mostly comprised of  
democratic politicians  
that rule by being  
elected.

The first step to  
gaining power always  
comes in a realization,

the world is filled  
with darkness. One  
can not always be  
good and at times  
brutality is justified.

The swift cut of the  
blade removes an  
enemy faster than  
praying for him to  
change his ways.

When reading these  
words one must  
understand that this  
is not a text to make  
friends with, this is  
a guide that will  
teach how to destroy  
all opposition to ones  
motives. One will  
learn trickery, how to  
lie and get away with  
murder. Do not be  
shocked, it takes a  
great step to succeed,  
this is why there are  
few leaders and many  
followers.

Before the servant  
moves up in power he  
must first set his  
goal. All the  
champions of our time  
have achieved their  
goals through a  
combination of  
military feats,  
charisma and cunning.

At first one must  
surround oneself with  
competent allies. The  
goal is to gather loyal  
followers, be they long  
friends or other  
guild-mates. On  
average one should at  
least have five men  
capable of fighting  
should one wish to  
show anyone he means  
business. Threats  
made without force to  
back them up will  
come back to haunt  
you. Once the starting  
force is gathered it is  
best to use them  
immediately as unused  
soldiers tend to desert

to larger orders. The formation of a base should be the next priority, this would be the centre of operations for the new cause and will attract recruits to it. Take the example of Stormhaven, once their fortress was well known all the king and queen had to do was wait for the recruits to find the city itself rather than actively seek soldiers.

Getting power in a democracy:

It is important to not be seen as an invading force. If the city is under rule already one should make friends with certain members of the government and the leaders of the ruling guild. Upon establishing friends one should take steps to be let into the city as allies. Democracies are flawed as one must wait sometimes up to a couple of years before there is an election. This is why it is important to use subterfuge. By having one of your men (not of your guild) oppose the current mayor and having another (of your guild) support him in public one will see the reactions of the crowd. Begin by casting doubt on the mayor's skills and abilities. Then lead your own guild in wars against enemies of the city, war is the best tool one could use to gather members from the mayor's

guild to your own.  
After you have  
achieved a desired  
conversion rate which  
would place you above  
your competition in  
those eligible to vote  
pull for an election  
and declare yourself a  
candidate.

The easiest way to  
gather land is to  
make a move for an  
unclaimed city, a free  
city. Before one moves  
into the land one must  
first study the  
history of said land.

For instance with  
Magincia the  
Humanis forces knew  
that the citizens had  
been brutalized under  
the Ne'Sveti regime.

Once the regime left  
and the land moved to  
the Regency who did  
nothing to repair the  
damage caused by the  
Ne'Sveti it was easy  
to push the Humanis  
views on the citizens.

Thus it was easy to  
gather support for a  
revolution and election  
especially after the  
Regency tried to give  
the land to another  
minority, the elves.

Holding power in a  
Democracy:

The goal is to get  
elected, not just once  
but at every election.

If the city has laws  
that limit the number  
of terms one can be in  
office it is absolutely  
necessary to remove  
any laws that bind  
you as soon as  
possible. A mayor  
holds power because  
the people think he is  
the best suited to rule  
them. You must make  
yourself a permanent

fixture to the city, a good way to do this is to be the strongest military in the area. Secondly you must create an event for which you will be known, something that quickly becomes a tradition like the Day of Finneas in Moonglow. Everything major to happen to your city must have your name on it. In time you will have allies flock to you. The leaders of guilds located in your city are your biggest enemies because they can gather votes just as easily as you can. This is why you do not at any time give positions of power to men outside your own guild if you are the mayor. You must have a good relationship with the guilds that make up your town council no one wants a revolt. Give gifts and invite them to parties, but never give them titles.

If you seek power to become a despot: One can gather absolute power through hereditary means or through military means.

If you are part of a ruling family and are lucky enough to be first born you will inherit your father's lands and titles. This is the easiest way to gather power as it relies not on your skills but the background of your family. Unfortunately it is not until late in

the monarch's life  
that the crown is  
passed on so it is best  
to wish a quick death  
to your father and  
your elder brothers  
should you lag a few  
years to them.  
Various untraceable  
poisons exist  
throughout this land  
and there are  
countless ways in  
which you could get  
people assassinated.  
Clan Iga specializes  
in the art of  
assassination and the  
Black Dogs can be  
called in for a more  
head on attack against  
your father. When  
dealing with hired  
help it is always best  
to work through an  
agent you can trust  
rather than getting  
your own hands dirty  
in things that could  
easily be brought into  
the open. Thus  
depending on your  
desire for power  
you could wait till  
your father dies or  
speed up the process  
yourself.